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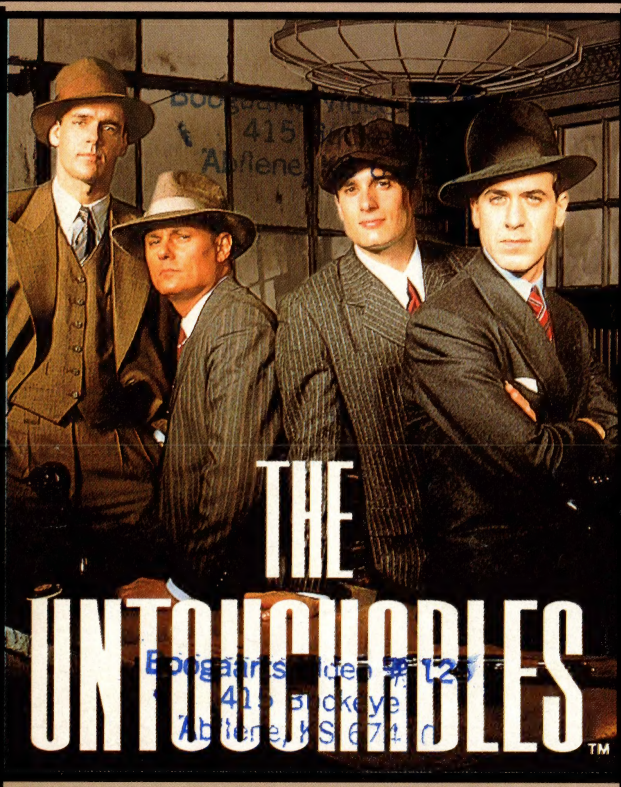

THE UNTOUCHABLES™

INSTRUCTION BOOKLET

Boogaarts Video #
N7885

ocean

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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THE UNTOUCHABLES™

The Mob is blowing away the Windy City. They're counterfeiting on the West side ... Gun-running on the wharf ... Gangland-style bashing on the streets of downtown ... Scarface and his band of trigger-happy heavies have turned "Little Italy" into a bullet-riddled underworld.

Only you, Ness, can stop Capone before he seizes control of all Chicago...and your band of Untouchables!

It's time to put Scarface in his place!

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STARTING THE GAME

1. Turn off your Super Nintendo Entertainment System by sliding the POWER bar away from the Game Pak slot. Plug a game controller into your system.

2. Insert the Untouchables Game Pak, label facing front, in the system slot.

3. Turn on the system by sliding the POWER bar toward the Game Pak slot.

4. When the Title screen appears, press the START Button to begin play.

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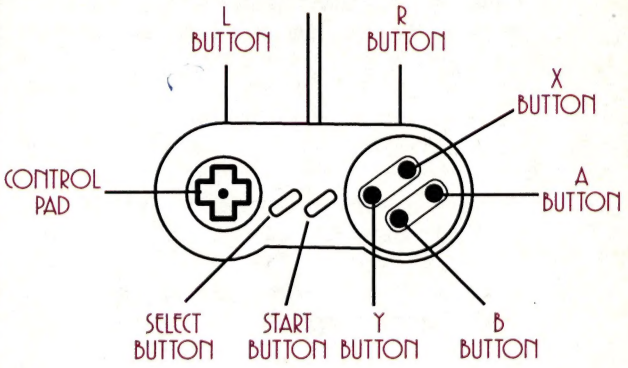
NAMES OF CONTROLLER PARTS



This manual refers to the following directions:

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OPTIONS MENU

From the Title screen, press the START Button to reach the Options Menu. To make a selection, press the Control Pad UP or DOWN to select an option, then press the SELECT Button to toggle between the various choices under that option. Once you've made all your play adjustments, press the START Button to go to the Assignment Menu.

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ASSIGNMENT SELECTIONS

You can select any one of the first four assignments in any order. To make a selection, press the Control Pad DOWN or UP to cycle through the Assignments, and press the START Button to make your selection and begin play. In order to run the final assignment—the confrontation with Capone—you must successfully complete each of the first four assignments.

To survive each assignment you must successfully complete each level within that assignment, in the time allotted. The following is a listing of your assignments:

ASSIGNMENT 1: DOWNTOWN SHOOTOUT

Rio and the Capone Family are downtown battling with a rival mob, for territorial rights to Chicago's "Little Italy." As Ness, you've gotta go this one alone, so grab your pump-action shotgun and prepare to bring down mob boss Frank Rio and his trigger-happy henchmen. Hit the streets and regain control of the situation, but watch your back—these thugs have it out for you and will stop at nothing to fill you with lead.

CONTROLS

Control Pad: Press in appropriate direction to move the gun sight.

L Button: Walk left.

R Button: Walk right.

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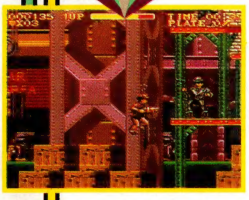
A or B Button: Reload shotgun.

X or Y Button: Fire shotgun. Your shotgun fires only two rounds at a time, so you must reload your shotgun each time you spend your rounds.

STATUS PANEL

1. **Score:** Displays your current point total.
2. **Lives:** Displays the number of lives you currently have.
3. **Your Energy Bar:** Displays how much energy you currently have left.
4. **Foe's Energy Bar:** Displays how much energy your opponent currently has left.
5. **Time Left:** Displays how much time you have remaining to complete the level.
6. **Ammo Left:** Displays the type of ammo you are carrying, and how much of it you have left.

ASSIGNMENT 2: COUNTERFEIT OPERATION



An anonymous source has reported that Capone is running a counterfeiting ring on the west side of town. And his right-hand man, Frank Nitti, is heading the entire operation. It's time to pull the plug. As George Steelman you must bust into the old armory building with the "Batteram" and bring down Nitti and his crew of funny-money makers.

First, hit and disable the mobster's printing presses and confiscate the plates, then go for Nitti—beware of his henchmen, who will probably guard his escape as he tries to flee in his overhead cable car. Good luck, Steelman.

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CONTROLS

Control Pad: Press in appropriate direction to move gun sight.

A or Y Button: Fire machine gun.

B Button (with Control Pad): Duck and drop down.

X Button: Jump.

You have a specific amount of counterfeit plates to confiscate in this assignment. Each plate is worth 25%. Collect every plate before the time runs out and you will advance to the next level.

CONTROLS—CABLE CAR SECTION

Control Pad: Press in appropriate direction to move gun sight.

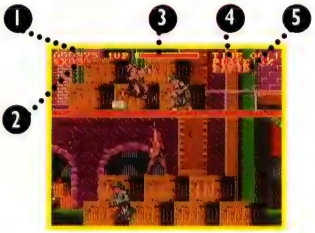
L Button: Walk left.

R Button: Walk right.

A or B Button: Reload shotgun.

X or Y Button: Fire shotgun.

STATUS PANEL



1. Score
2. Lives
3. Your Energy Bar
4. Time Left
5. Plates

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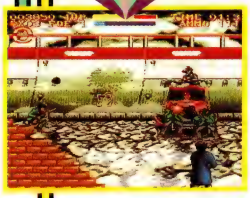
ASSIGNMENT 3: GUN RUN



We received a tip-off that mobster Jake Guzick is supervising the transport of illegal guns from the waterfront to secret warehouses throughout the city. Rumor has it Guzick is holding enough firepower to supply an army.

Pack your trusty Thompson submachine gun and head for the docks to battle with some gun-running sailor boys. Blast the cargo trucks, Capone's vermin, and make sure Guzick doesn't escape in his speedboat.

CONTROLS

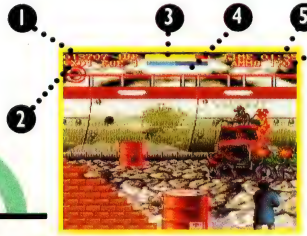
Control Pad: Press in appropriate direction to move gun sight.

L Button: Walk left.

R Button: Walk right.

X or Y Button: Fire machine gun.

STATUS PANEL



1. Score
2. Lives
3. Your Energy Bar
4. Foe's Energy Bar
5. Time Left
6. Ammo Left

ASSIGNMENT 4: THE COURTHOUSE

A band of Capone's hoods have infiltrated the halls of justice and taken hostages to force the release of the Professor, who has been indicted for his alleged involvement with the Capone Family. Because of your familiarity with the courthouse, being a one-time District Attorney, we're sending you in to negotiate with these gangster kidnappers . . . and free the hostages.

But mobsters don't negotiate with words. So, to make sure you'll be heard, you'll be toting a drum-magazine "Tommy" and a few non-lethal smoke canisters. We've also heard that The Mob has planted a time bomb somewhere in the building. Diffuse it if you have time, if not, then we'll probably see you around town.

CONTROLS

Control Pad: Press to move Robbins in the appropriate direction.

L or R Button + Control Pad: Run fast.

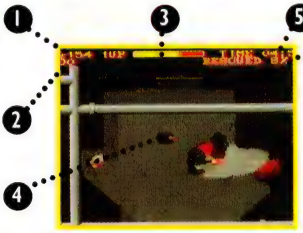
Note: Pressing the L and R buttons will result in a four-second burst of speed with a two-second delay before it can be re-used.

A or Y Button: Fire machine gun.

B Button: Roll smoke bomb (if collected).

X Button: Toggle map.

STATUS PANEL



1. Score
2. Lives
3. Your Energy Bar
4. Bomb Timer
5. Time Left
6. Rescued %

This tallies by percentage how many men you rescue during the assignment. When you have reached 100% you've rescued everyone!

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ASSIGNMENT 5: ALPHONSE CAPONE

Finally: Ness vs. Capone. You get to serve Scarface his arrest papers. Just don't expect Alphonse to thank you. Be sure to take your double-barrel with you—Capone will no doubt be armed and accompanied by his mobster militia. Unfortunately it's not a fair fight, but it never is when Scarface is involved. Use your double-barrel wisely. Make every shot count, and prepare to be late for dinner.

CONTROLS

Control Pad: Press in appropriate direction to move gun sight.

L or R Button: Duck behind wall.

A or B Button: Reload shotgun.

X or Y Button: Fire shotgun.

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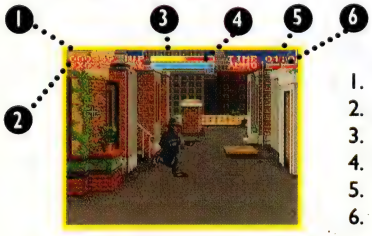
STATUS PANEL



1. Score
2. Lives
3. Your Energy Bar
4. Foe's Energy Bar
5. Time Left
6. Ammo Left

POWER-UPS

To collect a power-up, simply walk into it. There are four main power-ups for you to collect:

Clock: Gives you a bit more time to complete the level.

First-aid Kit: Replenishes a portion of your energy bar.

Ammo: Reloads your magazine with rapid-fire ammunition.

Counterfeit Plate: You must collect 100% of these to complete the level.

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HIGH SCORE BOARD

To enter your name on the Top Ten List, press the Control Pad LEFT or RIGHT to cycle through the alphabet, and use the X Button to enter each letter. Once you're finished entering your name, press the START Button.

HINTS AND TIPS

Make use of the various forms of cover on each assignment (i.e. trash cans, buildings, etc.).

Watch the clock! If time runs out before you complete the assignment, "you'll be pushing up daisies, buddy!"

Use ammo sparingly. You only have a limited amount of automatic rounds with each power-up. You do have an unlimited amount of triple-shot rounds.

Collect all Bonus Icons.

Stock up on smoke bombs.

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NOTES

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